



## Appendix 4 to Amendment B

Clean Copy

2

3 Sir:

4 Pursuant to rule 121, the following is a clean copy of all of the claims as  
5 amended by the attached Amendment B.

6

7 **(new)3. An auto racing board game device, comprising a game-board, two**  
8 **dice and playing pieces, that progress across the board, this progress**  
9 **being based on and adjusted for statistical probability of all possible**  
10 **results available when rolling six-sided, casino-style dice, wherein the**  
11 **game board is comprised of a playing surface having a plurality of racing**  
12 **lanes with a maximum of one playing piece assigned to each lane, each**  
13 **piece progressing a maximum of one space per roll, each lane being**  
14 **divided into different numbers of advancement segments including a**  
15 **starting segment and a finishing segment, the number of segments in any**  
16 **given lane being inversely proportional to the probability of rolling a dice**  
17 **combination value allowing the piece in that lane to advance, such that the**  
18 **probability of advancing through the lane segments from start to finish is**  
19 **essentially equal for all playing pieces.**

20

21 **(new)4. A device as in claim 3 further comprising;**  
22 **a second chance element, imposing lane advantages and disadvantages,**  
23 **preferably manifested in the form of cards being dealt or drawn,**  
24  
25 **indicators representing penalty status for player errors or rule infractions,**  
26 **these indicators preferably comprising yellow, red and black caution flags,**

1 capital, represented by tokens, preferably stylized as miniature tires, and  
2  
3 receptacles for capital tokens, preferably stylized as tire haulers and/or  
4 winner's cups.  
5

6 (new)5. A device as in claim 3, wherein the playing pieces comprise  
7 miniature model automobiles.  
8

9 (new)6. A device as in claim 3 of such a scale as to permit use of popular  
10 1/24 or 1/64 scale model racing cars as playing pieces.  
11

12 (new)7. A method of playing an auto racing game comprised of;  
13 providing a game board with segmented lanes, each lane including a start  
14 and a finish,  
15

16 providing playing pieces, each piece to progress, alone, along its own  
17 segmented lane, the number of segments in any given lane being  
18 inversely proportional to the probability of rolling a dice combination equal  
19 to that given lane number,  
20

21 governing the progress of each piece by a means of chance dice rolls  
22 each piece being allowed to advance only one segment per roll,  
23 advancing only upon a dice roll outcome that equals the lane number of  
24 that given playing piece.  
25  
26

1 **(new)8. A method as in claim 7 further providing;**

2 **a means of introducing chance lane advantages or disadvantages,**

3

4 **a means of awarding penalties for player errors or rule infractions, and**  
5 **symbols to represent award of these penalties,**

6

7 **capital, and a means of representing capital via tokens, and**

8

9 **receptacles for tokens representing capital.**

10

11

12 **(new)9. A method as in claim 7 wherein the playing pieces provided are in**  
13 **the form of miniature automobiles.**

14

15 **(new)10. A method as in claim 7 wherein the game board lane segments**  
16 **are provided of such a scale as to approximate the horizontal dimensions**  
17 **of 1/24 or 1/64 scale model racing cars, allowing said cars to be used as**  
18 **playing pieces.**

19 **(new)11. An article of manufacture comprising;**

20

21 **a game board comprised of a playing surface having a plurality of racing**  
22 **lanes numbered two through twelve, each lane being divided into**  
23 **advancement segments inclusive of a starting segment and a finishing**  
24 **segment, the lanes numbered two and twelve having 2 segments each,**  
25 **lanes three and eleven having 4 segments each, lanes four and ten**  
26 **having 6 segments each, lanes five and nine having 8 segments each,**

lanes six and eight having 10 segments each and lane seven having 12 segments,

dice which are rolled to govern movement of playing pieces,

playing pieces, of which a maximum of one is assigned to each lane, each piece progressing a maximum of one lane segment per roll and progressing only upon a dice roll that results in a combination the sum of which matches the lane number of that piece,

cards comprising a second chance element, as they are dealt or drawn, imposing lane advantages and disadvantages, said cards stylized as pit passes,

yellow, red and black caution flags signifying penalties for player errors or rule infractions,

miniature tokens representing capital, stylized as tires, and

receptacles for capital tokens, stylized as tire haulers and/or winner's cups.

(new)12. An article of manufacture as in claim 11, wherein the playing pieces comprise miniature model automobiles.

(new)13. An article of manufacture as in claim 11 wherein the lane segments are of such a scale as to approximate the lengths and widths of 1/24 or 1/64 scale model racing cars.

1

2    (new)14. A device as in claim 1, or a method as in claim 7 or an article of  
3    manufacture as in claim 15 wherein the game board and playing pieces  
4    comprise magnets and magnetic materials.